


# 1. GAME STORY

"THE SKY RIDER FALLS..."

Thousands of years have passed since a once thriving human civilization perished in the dust. Mankind has nearly been destroyed by its own bio-weapons. These genetically altered creatures turned against their masters, and as a result the human race was pushed to the brink of extinction.

A tribe of humans known as the "Imperials" recently discovered an ancient tower that houses an arsenel of devastatingly powerful ancient weapons. The weapons discovered in the tower were used by the Imperials to hunt and destroy the dangerous creatures roaming across the Earth. Many believed that the human race would rise again, rebuild their lives and live in peace...safe from the bio-weapons of the Ancient Time.

But there is an ancient saying: "Power is the father of desire, and desire is the father of agression." This is the creed of the Imperials, sworn on being the new masters of the Earth.

You are a member of a hunting party out in the vast and arid great Plains. You are puzzled at the sight of an Imperial Battlecruiser passing overhead. As you watch the ship float by, a Burrower leaps from beneath the ground and attacks one of your fellow hunters. Your hunting instinct takes over as you chase after it, only to find yourself in an untravelled canyon.

At the end of it is the entrance to a strange, abandoned storehouse. In it, you find more than your quarry. You are surprised by the sight of two dragons engaged in a spectacular air-battle...right above you.

The rider of the armored blue dragon is fatally wounded by a power laser blast through his chest. The blue dragon and its rider land before you. The Sky Rider stretches out his hand to you, a desperate gesture for help. As your hand touches his, the Sky Rider's mind and yours become one. In his final thoughts, you see the tower that is under control of the Imperials. They have discovered the true use of the tower—the most powerful bio-weapon ever created. With this and the Dark Dragon, the Imperials will be unstoppable!

The Sky Rider speaks his final words "Don't...let the Dark Dragon return to the tower...if that happens, the horror of the Ancient Time..."

The Sky Rider falls at your feet, his life force spiraling off into the great unknown. The dragon lets out a piercing cry for its fallen master. You look at the dragon, and it looks back at you...waiting.

A few moments later, armed with the Sky Rider's weapon, you choose to fulfill your destiny—to fight and triumph! And now, the fate of the world rests on the wings of an armored blue dragon...AS YOU ENTER THE R-ZONE!!!

# 2. OBJECT OF THE GAME

"DARKNESS APPROACHES...IT IS THE DARK DRAGON ITSELF!"

There are 3 skill levels to choose from: EASY...NORMAL...HARD.

There is also a timer for each stage. If you do not complete a stage before the timer expires, it's a GAME OVER.

You begin each stage with a full energy bar. You lose one unit from your energy bar whenever you are hit twice. If you lose all your energy, it's a GAME OVER.

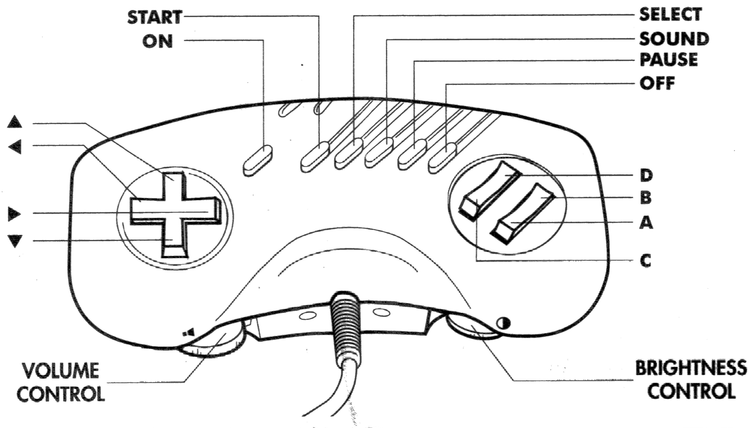
To complete each stage, you must defeat the stage boss:

STAGE 1: DEVA SPACE SHIP
STAGE 2: MODOCKI DRAGON
STAGE 3: DARK DRAGON
STAGE 4: DEVA SPACE SHIP
STAGE 5: DARK DRAGON

If you can complete all 5 stages, you WIN the game. This includes a final epic battle against the Dark Dragon in stage 5!

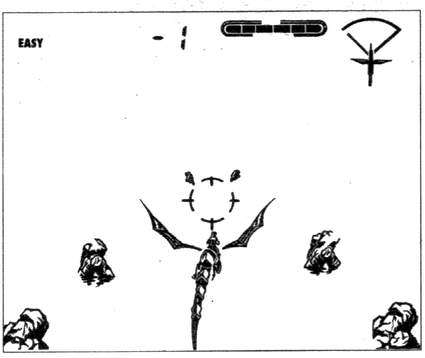
# 3. HOW TO PLAY

"PREVENT THE HORROR OF THE ANCIENT TIMES!"



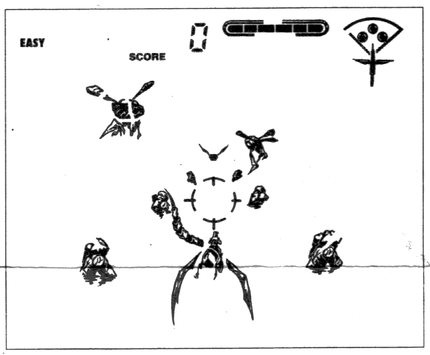

| | | |
|---|---|---|
| ON | — | to turn on the unit. |
| START | — | to start the game. |
| | — | to start each stage. |
| | — | to exit pause. |
| SELECT | — | to select skill level before play begins: NORMAL...HARD...EASY. |
| SOUND | — | to control sound: on or off. |
| PAUSE | — | to pause the game during play. |
| OFF | — | to turn off the unit (game shuts off automatially after 3 minutes of no action). |
| " ▲ " | — | to fly up and lift up weapon target sight. |
| " ▼ " | — | to fly down and lift down weapon target sight. |
| " ◀ " | — | to fly left and turn weapon target sight left. |
| " ▶ " | — | to fly right and turn weapon target sight right. |
| " A " | — | to change view (from left to right). |
| " B " | — | to change view (from right to left). |
| " C " | — | to fire missiles. |
| " D " | — | to fire laser. |
| VOLUME CONTROL | — | to control volume: higher or lower. |
| BRIGHTNESS CONTROL | — | to bring action into focus. |

After turning ON the unit, "NORMAL" flashes on screen. This is the default skill level.



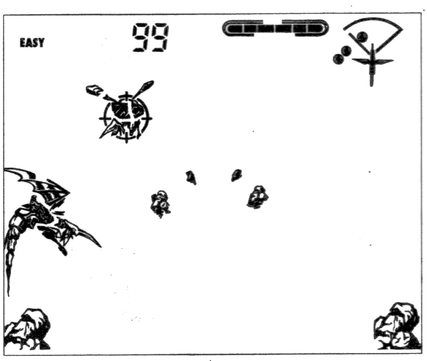

Press the SKILL button to choose between EASY, NORMAL, HARD.

You always play as the PANZER DRAGOON.

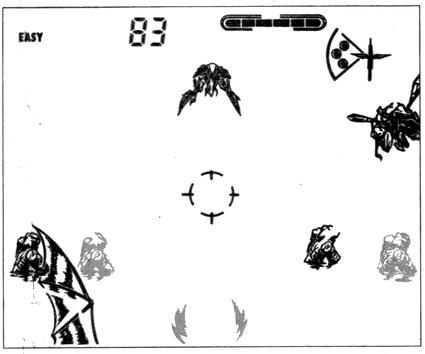



Many enemies will approach you and attack! You can see them from the DIRECTION MAP! Move the target sight to lock in your enemy.

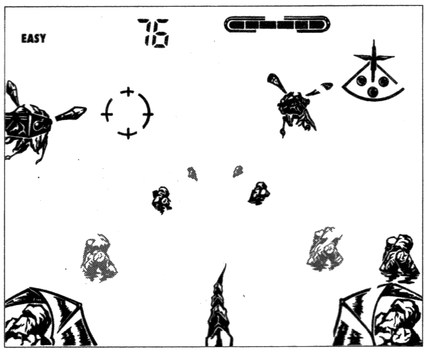
The DIRECTION MAP is in the upper right corner of your screen.



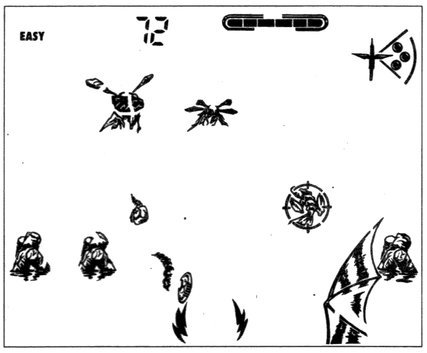

When enemies scroll out of the screen, you can still see them from the DIRECTION MAP. Press the "change view" buttons (button "A" or "B" to try and find their track.



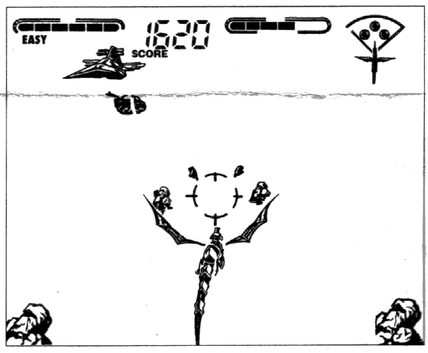

LEFT VIEW:
At the left view, you will see that the scrolling path moves from right to left and you continue to use your missiles and laser.




**BACK VIEW:**
**At the back view, you will see that the scrolling path moves from near to far away.**

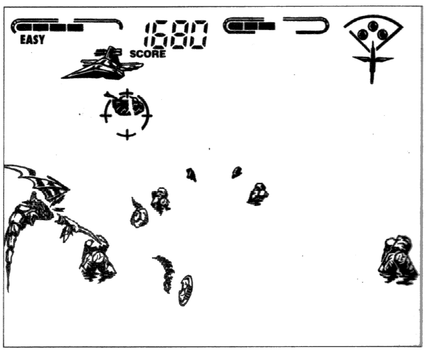



**RIGHT VIEW:**
**At the right view, you will see that the scrolling path moves from left to right.**

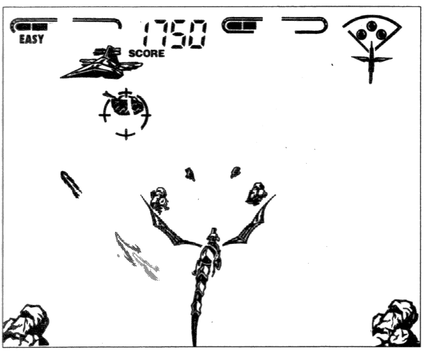



**At the end of each stage, you will meet one of the stage bosses. Destroy it to score bonus points and win the stage. The boss also has its own energy bar on the left corner of the screen.**

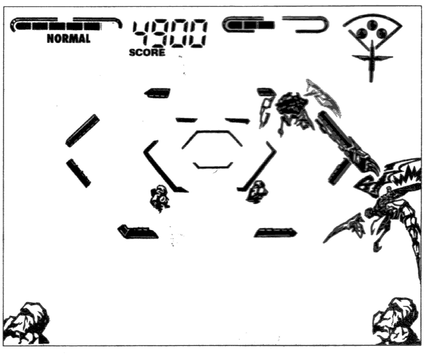
**The enemy stage boss also has an energy bar. Your energy bar is on the right. The enemy stage boss energy bar is on the left.**



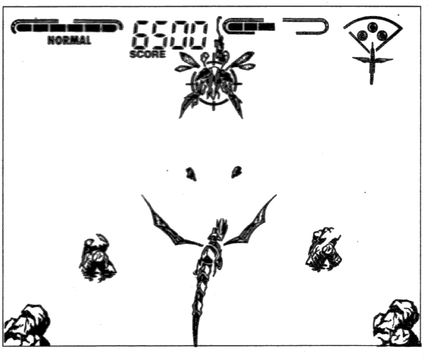

**You have two weapons to attack enemies: MISSILE and LASER. For missile fire, press " ◄ " and " ► " to achieve your position. Then press " ▲ " and " ▼ " to move the target and lock in the enemy. Then press "missile" button (button "C") to fire missiles.**




**You always fire your laser from the middle position. Press the laser button (button "D") and hold it. Then use your directional buttons to move the target to lock in enemies. Then release the "laser button" to fire!**




**You begin each stage with a full energy bar. You lose one unit of energy from your energy bar each time you are successfully attacked. It's a game over if you ever lose all your energy.**




**Remember the words of the Sky Rider! Don't let the Dark Dragon return to the tower! Defeat the Dark Dragon in stage 5 to win the game!**

# 4. SCORING

**"DEFEAT YOUR ENEMIES AND USHER IN A NEW AGE OF HUMANITY..."**



20 POINTS
for hitting the Fly Stinger.



30 POINTS
for hitting the
Canhel Dragon.



40 POINTS
for hitting the Castle.



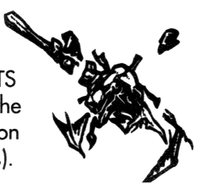
50 POINTS
for hitting
the Tank.



80 POINTS
for hitting the DEVA space ship
(stage boss).

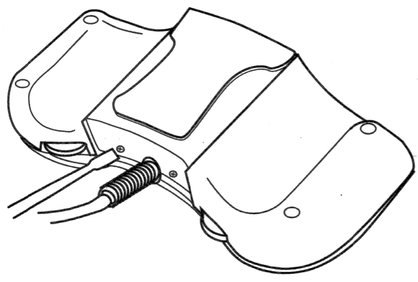


100 POINTS
for hitting the Mondocki Dragon
(stage boss).

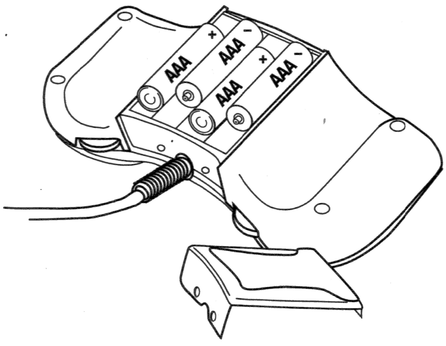


200 POINTS
for hitting the
Dark Dragon
(stage boss).

# 5. INSERTING THE BATTERIES



Unscrew the screws which are on the battery cover in the bottom part of the control pad.

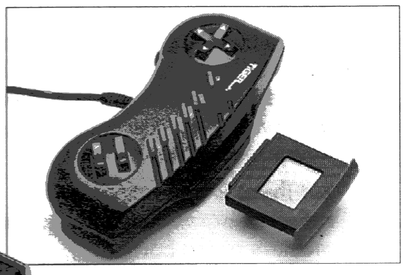


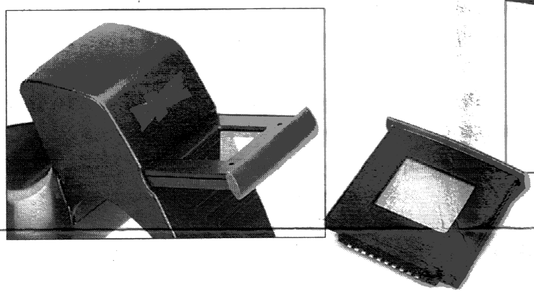

Insert 4 Alkaline "AAA" batteries, UM-4, LR03 or equivalent into the battery compartment. Close the compartment.

Make sure to align "+" and "-" as shown.
To ensure proper function, do not mix alkaline batteries with standard batteries or rechargeable batteries.
Do not mix old and new batteries.
Do not use rechargeable batteries.
Replace with new batteries at the first sign of erratic operation.
Caution: Installation of batteries should be done by adult.

# 6. ADDITIONAL CARTRIDGES

Additional cartridges for your R-Zone game are sold separately in all of your favorite titles.





# 7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway, Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$15.00 payment for the repair service.

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